

**Fig. 1**

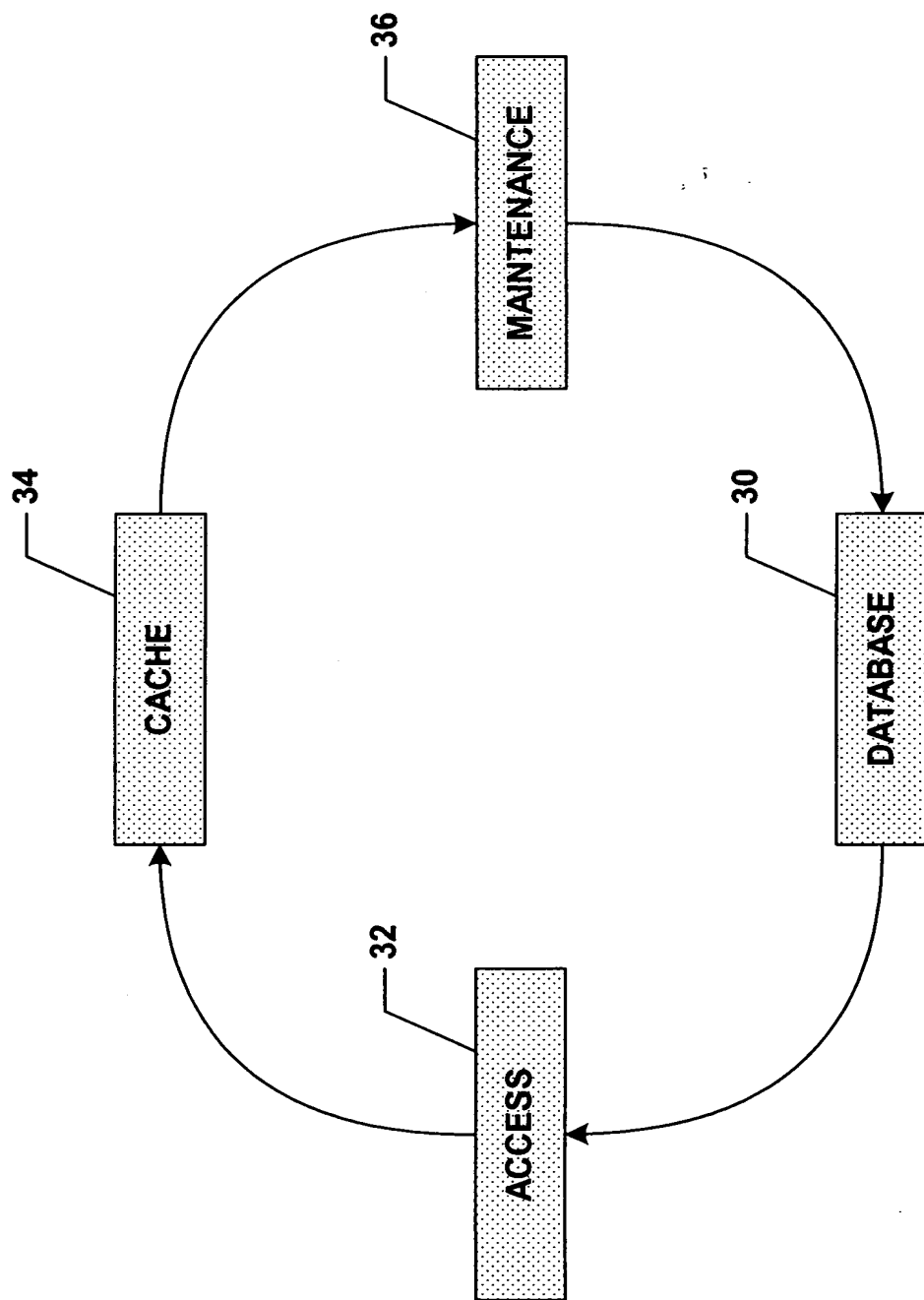


Fig. 2

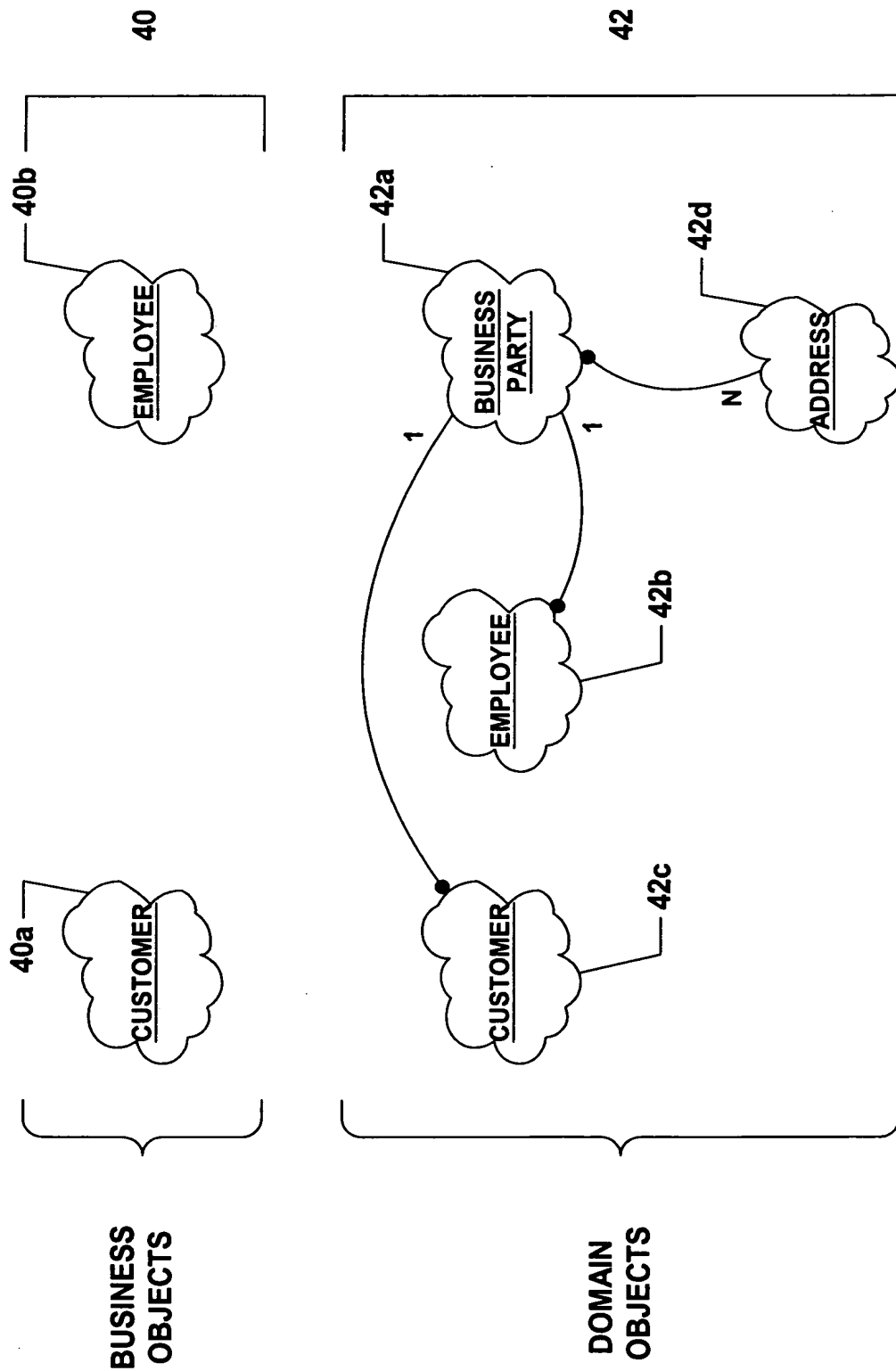


Fig. 3

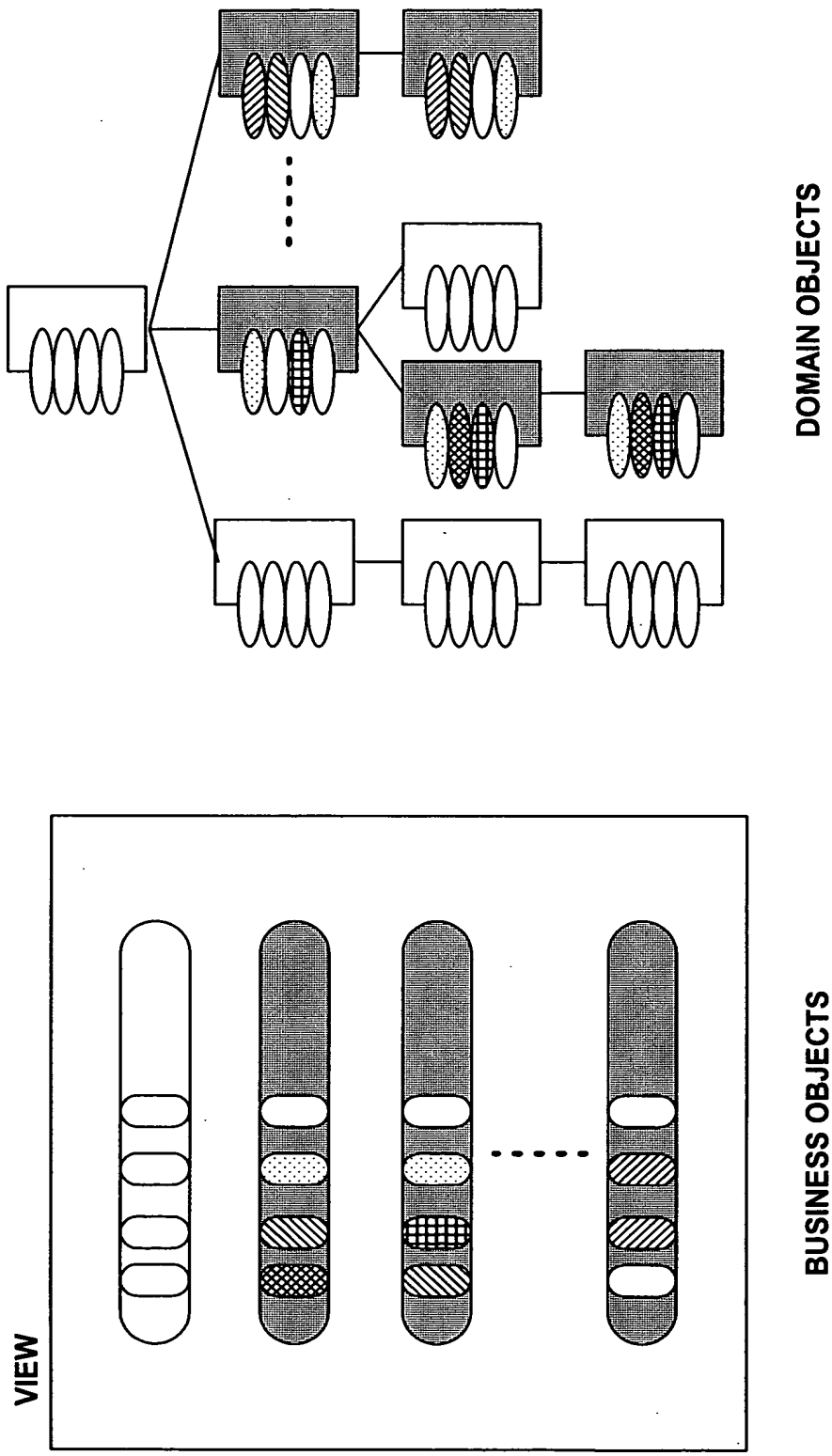


Fig. 3A-1

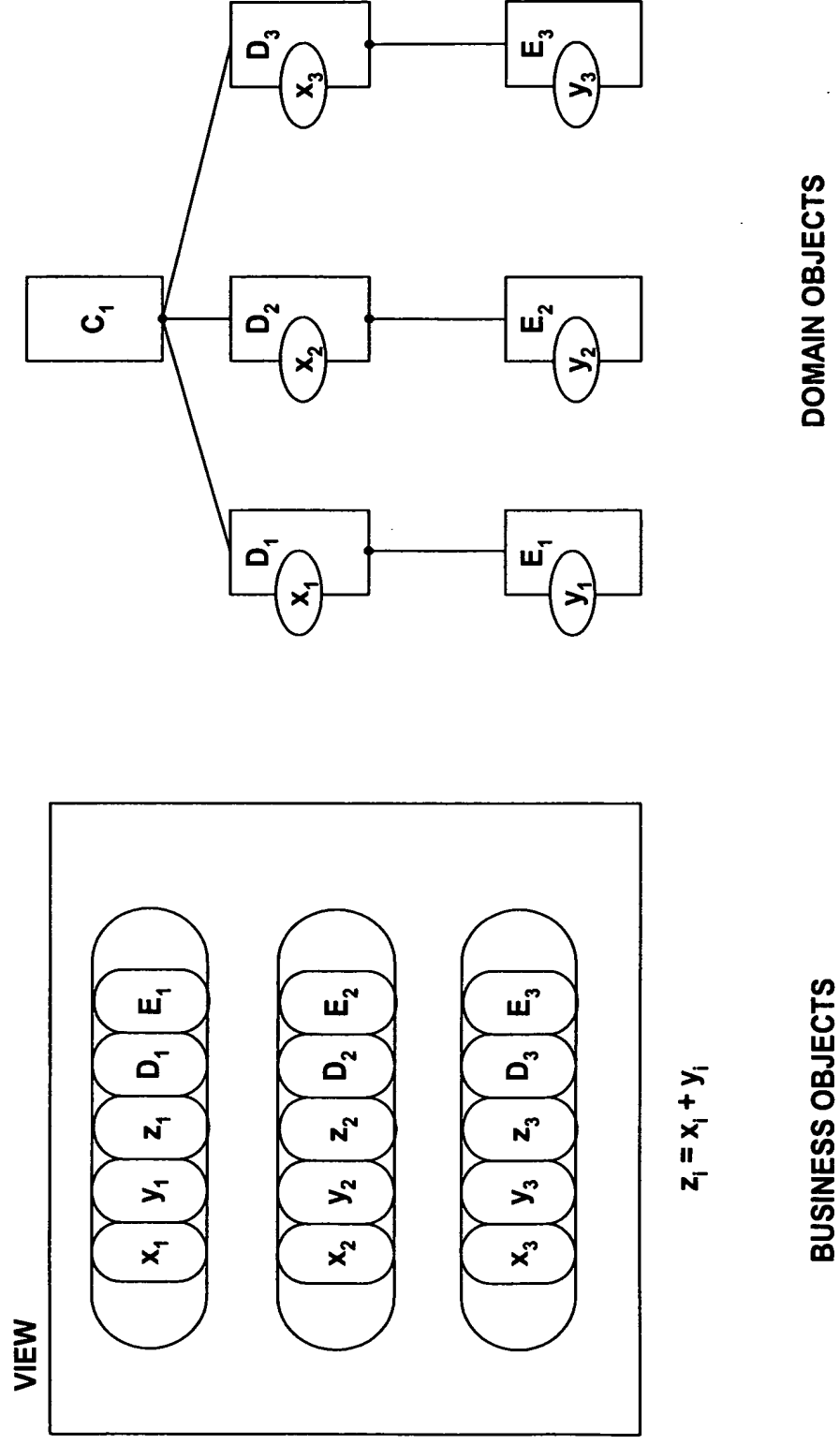


Fig. 3A-2

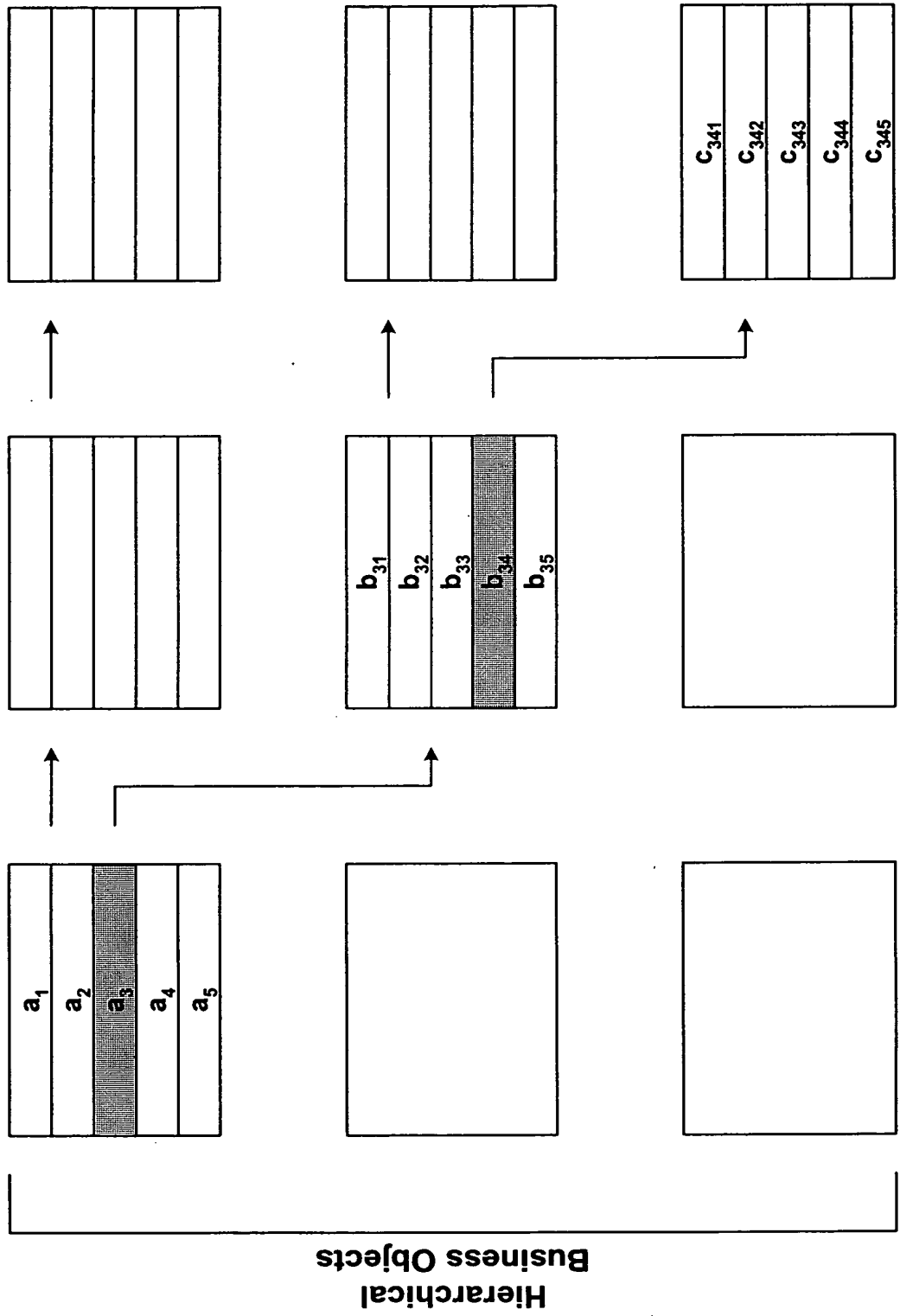


Fig. 3A-3

VIEW

USER INTERFACE

x	y	z	D	E
1	1	2	D <sub>1</sub>	E <sub>1</sub>
4	3	7	D <sub>2</sub>	E <sub>2</sub>
6	-1	5	D <sub>3</sub>	E <sub>3</sub>

x	y	z
1	1	2
4	3	7
6	-1	5

STEP 0

1	1	2	D <sub>1</sub>	E <sub>1</sub>
4	4	8	D <sub>2</sub>	E <sub>2</sub>
6	-1	5	D <sub>3</sub>	E <sub>3</sub>

1	1	2
4	4	8
6	-1	5

STEP 1

1	1	2	D <sub>1</sub>	E <sub>1</sub>
4	4	8	D <sub>2</sub>	E <sub>2</sub>
6	-1	5	D <sub>3</sub>	E <sub>3</sub>
2	6	8	-	-

1	1	2
4	4	8
6	-1	5
2	6	8

STEP 2

1	1	2	D <sub>1</sub>	E <sub>1</sub>
4	4	8	D <sub>2</sub>	E <sub>2</sub>
6	-1	5	D <sub>3</sub>	E <sub>3</sub>
2	6	8	-	-

1	1	2
4	4	8
6	-1	5
2	6	8

STEP 3

Fig. 3B

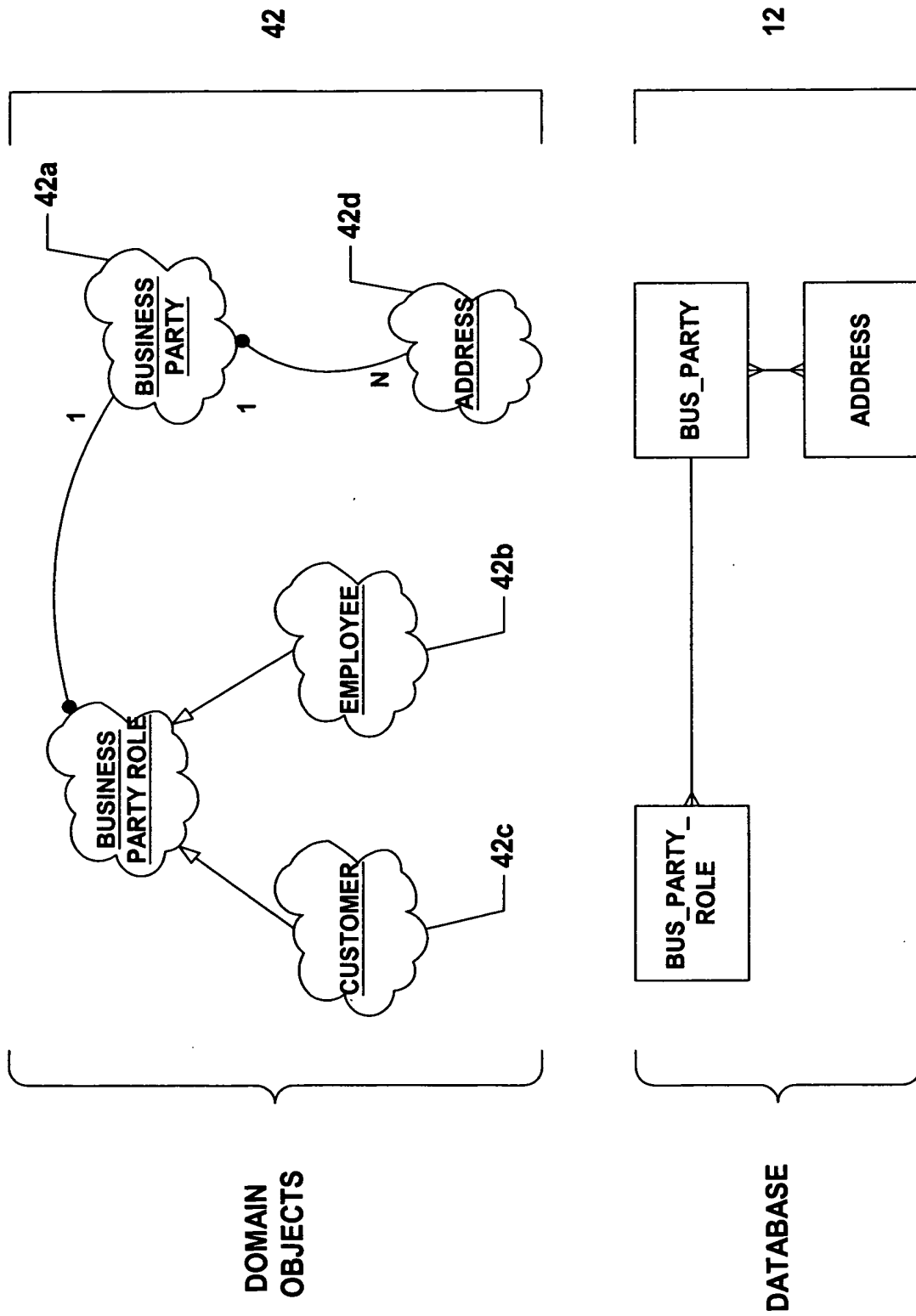
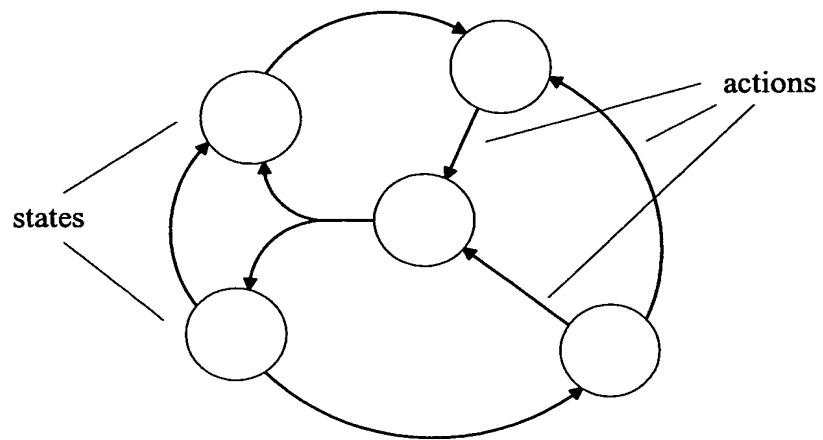


Fig. 4A





**A CONTROLLER'S STATE MACHINE**

**Fig. 5**

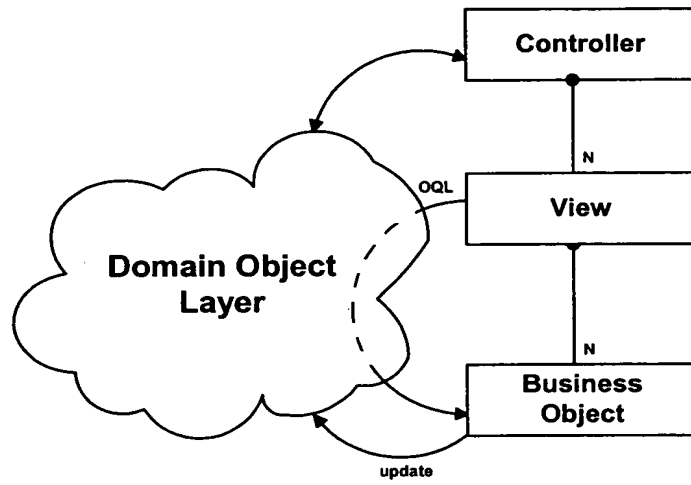


Fig. 5A

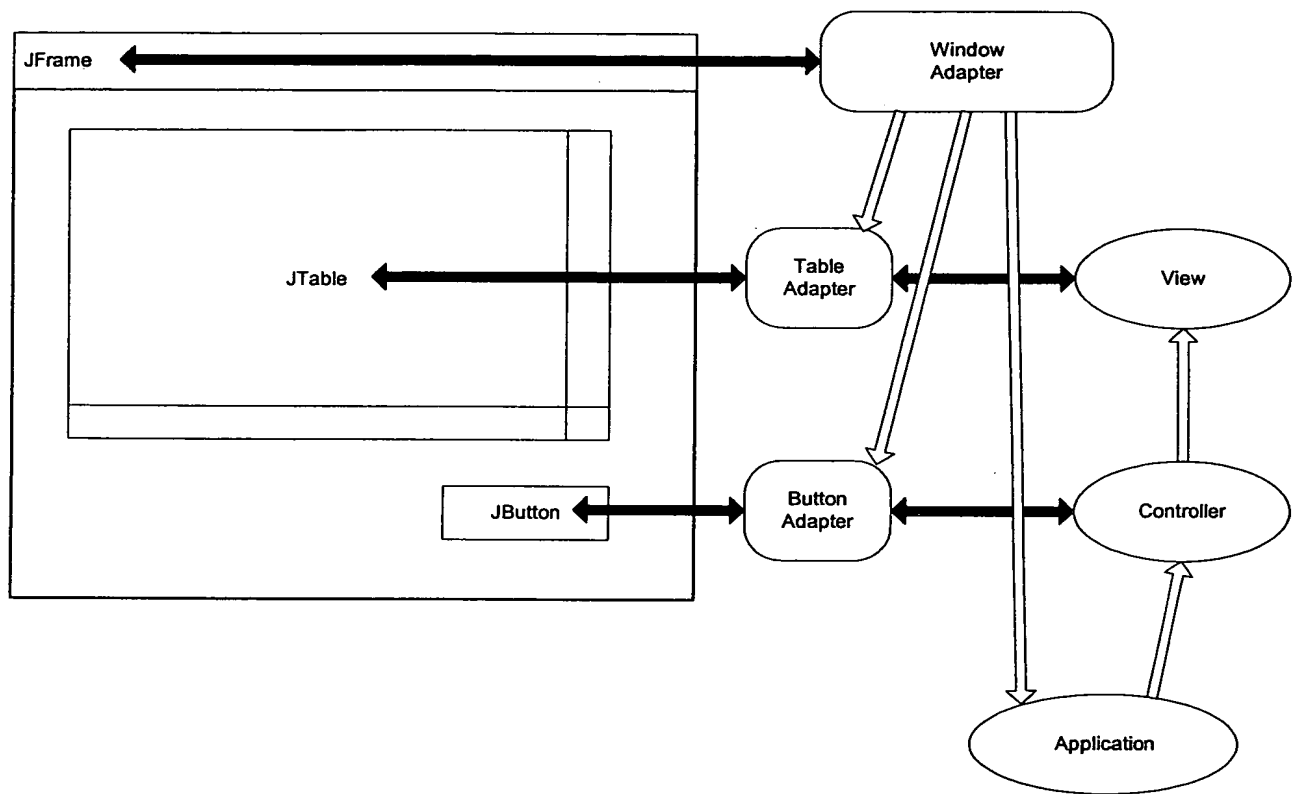


Fig. 6